

MARVEL
8th Oct 88

THE REAL

Nº17 38p

© 1984 Columbia Pictures Industries Inc.

GHOSTBUSTERS™



PLUS... WALTER PECK?

PLUS... WALTER PECK?



Are you feeling blue? Did you wake up this morning and realise that it was going to be a **Grey Day**? Well don't lose heart, issue seventeen of **THE REAL GHOSTBUSTERS** is here to add a splash of colour to your life! Here to save the world and brighten up those bleak, dark mornings, this issue finds Peter not only feeling a little off colour, but facing a close shave too! It looks like the 'Busters have got out of the wrong side of their beds today, but in true Ghostbusters' fashion, things can only get worse, especially for Ray who finds that he's still got a lesson or two to learn!

THE REAL GHOSTBUSTERS: Four men dedicated to the busting of spooks – even before breakfast!

CONTENTS

Grey Day!	3
The Mighty Marvel Checklist	8
Spengler's Spirit Guide	9
Winston's Diary!	10
Ghost Writing	13
Ghostbusters Fact File: The Shopkeeper	14
Fright School!	15
Slime Time	19
Hell Razor!	20
Next Issue/Blimey! It's Slimer!	23

Cover by PHIL ELLIOTT and DAVE HINE
Editor HELEN STONE Art Assistant CHRIS MATTHEWS
Spirit Guide DAN ABNETT

THE REAL GHOSTBUSTERS™ is published by MARVEL COMICS LTD., 13/15 Arundel Street, London WC2. **THE REAL GHOSTBUSTERS** title, logo design (including the HQ logo featured on this page), characters, artwork and stories are copyright © 1984 Columbia Pictures Industries, Inc. and copyright © 1988 Columbia Pictures Television, a division of CPT Holdings, Inc. All rights reserved. The **GHOSTBUSTERS** logo and logo design are licensed trademarks from Columbia Pictures Industries, Inc. All other material is copyright © 1988 Marvel Comics Ltd., a New World Company. All rights reserved. No similarity between any of the names, characters, persons and/or institutions in this magazine with any living, dead or undead person or institution is intended, and any such similarity which may exist is purely coincidental. Printed in the UK and distributed by Comag.

THE REAL GHOST BUSTERS™



PETER
VENKMAN



EGON
SPENGLER



RAY
STANTZ



WINSTON
ZEDDMORE



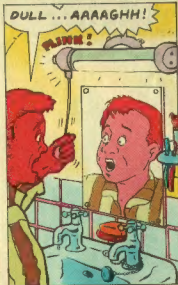
JANINE
MELNITZ

SLIMER

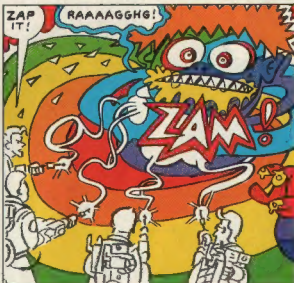
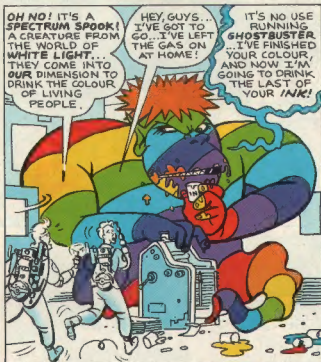
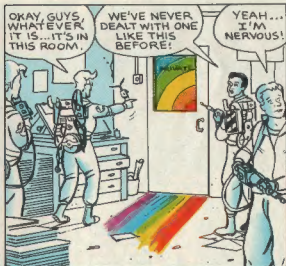


THE REAL GHOSTBUSTERS™

GREY DAY









ANNUAL**PUZZLES!**

PUZZLE PATHWAY!

[illegible]

Congratulations! You've reached the end of the Puzzle Pathway. If you managed to answer all that let yourself, you can consider yourself a bona fide Transformers expert. If there were any you didn't get, the answers can be found on page 54.

...to help you find the career and college options that belong to you. We'll help you understand the importance of your choices and how to make the most of your future.



**ACTION-PACKED
STRIP ADVENTURE!**



**A-Z SEASON
FILES!**



SALEBREAKER

FUNCTION: UNDERSEA TERMINATOR
 SAID TO: "There are only two kinds of creatures: predators and prey."
 - Transformation 152

[illegible]

POSTERS!



**SCORCHING
TEXT
STORIES!**

Available from
W H Smith and all
good newsagents
and bookshops.

Dear Newsagent, please reserve me a copy of the
TRANSFORMERS Annual.

Name _____
Address _____
Signature of parent/guardian _____

A GREAT OFFER NOT TO BE MISSED!

Do you live in fear? Do you suffer from strange feelings of dread? Are you scared that you'll miss your weekly issue of **THE REAL GHOSTBUSTERS**? Well tremble no more! Now you can have a copy sent straight to your home every week by taking out a subscription to **THE REAL GHOSTBUSTERS**! In addition to this great offer, each subscriber will receive **THE REAL GHOSTBUSTERS' ANNUAL** absolutely **FREE!** – so don't delay, subscribe today!

It costs just **£19.75** including postage and packaging to subscribe to **THE REAL GHOSTBUSTERS** for one year. Just fill in the form and send it together with a cheque or postal order for **£19.75** (or **£35.00** if you live overseas) to: *The Real Ghostbusters' subscriptions, Marvel Comics Ltd, 13/15 Arundel Street, London WC2R 3DX.*

Make your cheque or postal order payable to *Marvel Comics Ltd.*

I would like to subscribe to **THE REAL GHOSTBUSTERS** for one year and enclose a cheque/postal order for **£19.75** (£35.00 as I am resident overseas) to include postage and packing.

Name:

Age Birthday

Address

Signature of parent/guardian

Ghostbusters Subscriptions, Marvel Comics,
13/15 Arundel Street, London WC2R 3DX.

Please allow 28 days delivery of your first magazine and annual.

THE MIGHTY MARVEL CHECKLIST

THUNDERCATS AND GALAXY RANGERS 82 In this issue's one-off story **The Memory Crystal**, written by John Freeman and drawn by Martin Griffiths, Bengali encounters the loveable Berbils for the first time, while in **A Fistful of Credits**, by Dan Abnett, Jeff Anderson and Dave Elliott, the Galaxy Rangers cross the path of those mean honchos, The Shrike Gang.

TRANSFORMERS 186 Is this the end of the Transformers? With both Autobots and the Decepticons being wiped out wholesale by the Quintessons in **Space Pirates** by Simon Furman and Lee Sullivan, it certainly looks that way. Get ready for the debut of the biggest Transformer of all! Plus, more action from **VISIONARIES**, by Jerry Conway, Mark Bagley and Romeo Tanghal.

THE REAL GHOSTBUSTERS 17 Ever had one of those days when the whole world seems drab and colourless? Well, that's how the Ghostbusters feel in **Grey Day**, by John Carnell and Phil Elliott, when a ghost starts stealing the ink off the page. As if that wasn't bad enough, Peter's razor takes on a will of its own in **Hell-Razor**, by John Carnell and Dougie Braithwaite. Plus, the return of a much-maligned character...

THE MARVEL BUMPER COMIC 2 This issue's all-new Ghostbusters story, by Graeme Watson and Martin Griffiths, reveals the truth about Ecto-One. Plus – some of your favourite stories featuring Scooby-Doo, Popeye, Alf, Doctor Who, Thundercats, Combat Colin, as well as Pin-ups and free Panini Ghostbusters stickers.

ON SALE NOW!

SPENGLER'S

SPIRIT

GUIDE



Okay here we go with the answers and score breakdowns for last week's quiz:

Part One: General Knowledge

1. PKE stands for Psycho-Kinetic Energy, the force generated by all paranormal creatures.
 2. The technical name for Slime is Ectoplasm.
 3. The demon which took the form of the Stay-Puft Marshmallow man was Gozer.
 4. Troublesome, invisible spirits are called Poltergeists.
 5. The 'Busters' transport is a converted Cadiallic ambulance called Ecto-1.
- (Score one point each for a correct answer in this section.)

Part Two: Multiple Choice

1. The answer was A - Gremlins like wrecking machinery.
2. The answer was B - Anyone over twelve feet tall is a demon.
3. The answer was A - The Banshee is famous for screaming.
4. The answer was B - The best way to deal with a demon is to run away.
5. The answer was A - Xanadu is a lost city.
6. The answer was B - Robert Makepiece Dolby wrote *The Nasty Black Shuttered Room*.
7. The answer was B - The West Pier Pizza is improved with ex-

PART 17

tra chilli peppers and chopped apple.

8. The answer was B - Larry 'What the Heck' Schnieder couldn't perform the inverted loop the loop in a biplane.
9. The answer was B - ICM stands for Interplanetary Conveyance Module.
10. The answer was B - Derek VonHeineken is a complete and utter fruitcake.
11. The answer was B - Nestor grampus saw the future.

(Score two points for a correct answer in this section.)

Part Three: Advanced

1. "There is much we do not understand" was first said by the greek philosopher, Andre-maternities of Scrapsos.
2. Activity-Based Repeaters were studied in depth by Dame Hilary Quink-Palimpsest.

3. The Eye of Ergul is useful if you're cooking stewed marrow.

4. Slimer haunted the Sedge-wick Hotel, New York.

5. Never cross proton gun streams because this is very dangerous indeed!

(Score three points for a correct answer in this section.)

Okay Then? Right that makes a grand total of 42 points. Your overall performance rating can be calculated as follows:

42 points: Did you cheat?

35-41 points: Absolutely outstanding. A fine 'buster in the making!

25-34 points: Generally good, but you need to work on the details and catch up on all those little snippets of paranormal paraphernalia you're unfamiliar with. Keep reading the Guide!

15-24 points: Serious revision needed. Get hold of all the back issues of *The Real Ghost-busters* now!


5-14 points: This shouldn't usually happen. Get busy or the spooks will get the better of you!

0-4 points: You're in serious trouble here. Did Peter help you with the answers?

WINSTON'S DIARY

A DAY IN THE LIFE OF WINSTON ZEDDMORE



Story IAN RIMMER  Art PHIL ELLIOTT and DAVE HINE

I suppose it was inevitable that we'd meet him again, but you're never ready, are you? I mean, the call sounded routine enough when Peter and I took it in Ecto-1. Only when we pulled up at the address, and I saw the words *Environmental Protection Agency, Third District* above the door did I remember. Peter didn't realise at all as he cheerfully stepped inside. Approximately 0.75 seconds later when he stepped back outside, wearing a savage scowl that would have scared King Kong, he'd realised plenty. "The World's Worst Person is in there," he grunted, and together we both said. . .

"Walter Peck!"

World's Worst Person might sound a difficult title to live down to, but Walter Peck manages it effortlessly. The phrase, "If he had a brain, he'd be dangerous," springs to mind, though it's not quite accurate enough, for Peck has no brain, yet is nevertheless extremely dangerous. He was the air-headed civil servant who, despite all our objections and warnings, insisted on shutting down our containment unit for 'environmental safety' soon after I'd joined the business. Subsequently, a huge column of concentrated Psycho-Kinetic Energy, formed by all the previously trapped ghosts, escaped to threaten the existence of New York itself. Some civil service that was, but in the weak, whimpish, wavery-blue eyes of Nutty Wal, it was all our fault.

Incredibly, he'd kept his job, which was why, when I glanced through the doors of the EPA building, I saw him inside. He was different though. His thin, scrawny neck seemed longer and more sinewy than ever. That small, lipless mouth of his was contorted into a vicious snarl. His eyes were different too – they were glowing a sickly yellowy-green colour. One other important detail was that he was levitating – spinning in a slow circle some six feet off the ground. Either he'd been taking flying lessons, and had a very good teacher, or Walter Peck was possessed.

I suggested to Peter that, possession being nine-tenths of the law of Ghostbusting, we ought to help him. Peter wasn't there, though. He'd made it back to Ecto-1 before I knew it. "As far as I'm concerned," he eventually called over, "if Peck were suffering Eternal Damnation he'd be getting off lightly.

You're on your own, Winston!"

Part of me, probably because it sounded good, said, "The heck with Peck!" Another part, though, argued, "He's human, help him." This second part then added, "Okay, maybe not human, but help him anyway." Surprisingly, it's train of thought won the internal debate, and I entered the EPA building.

"RRRAARRGH!" screamed Peck when he saw me. Possession hadn't affected his conversation then, but injuries were possible so I had to act fast. Peck's possessor acted faster. . .

I'd done no more than raise my Proton Gun when Peck's body jerked violently. Before I could move, a stream of vaporous light flashed from him and disappeared down the barrel of my weapon. An instant later, I felt as if I was holding the wrong end of the Olympic Torch. I dropped the gun, scrambled out of my proton pack – which seemed to think it had become Thomas The Tank Engine, judging by the clouds of steam hissing from it – and ran towards Peck.

"A Ghostbuster," he growled from ground level. He'd landed there after the evil spirit left him. "I should have known you fraudulent buffoons were responsible! Well you won't get away with your monstrous trickery this time!"

Standard Peck paranoia, really, but I couldn't let it pass. "Wise up, Wally! It's not 'Buster policy to let spooks possess our weapons. They might use them on us!'"

I regretted that last sentence as soon as it left my lips. Moments later, a searing ion blast streaked past my ear and punched a hole in the front of a reception desk. Grabbing a fistful of Peck's jacket, I hauled him to his feet. He watched, nonplussed, as a second ion blast singed the turn-ups on his trousers.

We ran, encouraged by further weapon blasts. "We're in serious trouble here!" yelled Peck. I complained that that was a Ghostbuster line, but it did remind me of Peter, sitting outside in Ecto-1, twiddling his trigger finger.

In a flash, my radio was in my hand. In another flash, my radio was in little pieces, for my Proton Gun's occupant chose that moment to demonstrate what a good shot it was. Evidently, it had only been playing with us – it could declare 'Game Over' any time it liked.

Breathlessly, Peck and I dived into an office.

Slamming the door shut kept out the marauding equipment, but we were trapped in a small room lacking other exits. "We could smash the window and climb out," I suggested, as much anxious to escape Peck as the spirit-inhabited busting gear that was already hammering on the door.



"No we can't!" Peck snapped back. "That's crack-proof, shatter-proof, vandal-proof, environmentally approved glass!"

"Uh-huh. . ." was the only worthwhile response I could make. When I asked about the spook that has hounding us, Peck grudgingly told me that others in the EPA thought it was the furious spirit of a deceased industrialist. Peck, naturally doubted the story, but it seemed that because the EPA had closed down his factories for persistent contamination of the area, the industrialist's spirit had come back to haunt them.

"I guess we're dealing with a Pollutergeist, then," I said, forgetting that Peck believed in ghosts more than he did humour.

"Our lives are in mortal danger," he raged, "because you're dumb enough to let some trick spook-thing take over your weapon, and all you do is make jokes!"

In true Peck tradition, he ranted on some more, but I lost interest when I saw the increasing number of cracks in the door. The 'trick spook-thing' pounded with the Proton Gun twice more before the door fell to pieces. At least that shut Peck up. We backed slowly away from my proton pack, hovering mena-

cingly in the doorway. Eerily, the barrel of the gun rose till it pointed directly at us.

"D-do s-something!" stammered Peck.

"I am doing," I replied. "I'm being scared!"

Then - KERKRASHSHSH!

Peck's crack-proof, shatter-proof, vandal-proof, environmentally approved window disintegrated. An ion ray scorched across the room from outside and roasted part of the doorframe. My haunted pack, as if startled, bobbed erratically in mid-air, then retreated back into the corridor. "The cavalry's here!" cried Peter Venkman, lungeing through the broken window.

Peck moaned about swindling glaziers as Peter explained that he'd tried to reach me on the radio, found it dead, guessed that Peck wouldn't be, so came to help. "Now it's shoot-out time!" he added.

Giving himself plenty of cover fire, Peter charged down the corridor. He fired around rather than at the errant equipment, hitting plenty of office furniture, but forcing his adversary back into the reception area. The demon returned fire, but was always off target - its earlier accuracy vanishing under pressure.

When Peter forced the spook into a corner, it desperately deserted my proton gear, but Peter adjusted quickly, catching the Pollutergeist in his ion beam. It was safely trapped moments later.

"Of course," began Peter, smiling over to me, "I could have pinned it down with my first shot through the window, but I wanted an excuse to shoot-up Peck's office!"

"Whaaatt!?" fumed Peck. He'd started to look different again. His thin, scrawny neck was stretching, his small, lipless mouth contorted into a vicious snarl, and his eyes seemed to be glowing yellowy-green once more. He flew at us.

Real Ghostbusters, however, know the difference between a person possessed by an evil demon and a person possessed by an all-consuming rage. Peck was suffering from the latter, making him arguably more threatening.

This time, we were both back inside Ecto-1 before I knew it. . !



GHOST WRITING!



Hi there! Here's another chance for you to call Ghostbusters and find out all you ever wanted to know about spooks, spectres and nasty pools of slime!

Dear Peter . . .

I would like to know why Egon keeps mushrooms.
— Paul Johnstone, West Sussex.

Because he's a 'fungi' to be with! I know! I know! But the oldies are still the . . . oldies!

Please can you help me. My GHOSTBUSTERS Proton Pack is broken. Can you send me an address where I can buy another one?
— Matthew Robert, Glassup.

Try 'Acme Nuclear Accelerators and High-Yield Proton Cannons Ltd', care of the Department of Defence, The Pentagon, USA. Otherwise, try any good toy shop in your local area.

Please could you tell all your fans what your phone number is?
— Graham Faggetter, Exmouth

Well I'd like to, I really would, but I don't think Janine or Dana, sweet Dana, would be too happy to have loads of my admirers jamming the HQ switchboard and disturbing my time off at home. I wouldn't want to make my fellow 'busters jealous either!

Who is Slimer's best friend?
— Luke Kavanagh, Worthing

The fridge, the oven, the larder, the microwave, the ice-cream van...

How do the proton guns work?
— David Westbrook, Sutton

Well, Egon could give you a long-winded answer but as far as I'm concerned, you depress the firing button and they go ZAAPP!

I have a question for Egon. How much Psycho-Kinetic Energy does the average person have?
— Paul Harris, Cheshire

I asked Egon and he said, and I quote, that: 'PKE is an energy force generated by all living organisms, and that it's strength depends upon the said organism's intelligence, latent metaphysical and psychic abilities, Maximum K value and calorific intake!'

Please could you tell me the make of Ecto-1?

— David Gill, Bolton

I always assumed it was an XR1 Total and Utter Junk Heap, but Ray assures me that it is, in fact, a Cadillac Ambulance.

I have seven questions for you:

1. How do you stay so cool when you're out on a bust?
 2. What is Slimer's favourite drink?
 3. Who does the cooking in HQ?
 4. Why are you so horrible to Slimer? I think he's ace!
 5. Does Slimer go with you on jobs, or does he stay at HQ?
 6. Why don't you get pulled in a ghost trap?
 7. Does Slimer go to school?
- Andrew Allen, Birmingham

1. I don't know. It seems that I'm just naturally a cool dude. Ray says that butter wouldn't melt in my mouth. I don't know about that, but I am the only 'buster who doesn't chew a fruit pastille! 2. Anything liquid. 3. Mostly the Golden Yeti Chinese take-away, or McDouglas Plasti-burgers (who also supply free indigestion relief tables – how's that for service!) 4. That's easy for you to say! You don't have to pay the laundry bills! 5. I like him to come along with us, because you never know – he might just end up getting caught in the crossfire, which would really break my heart! 6. Is that a joke? 7. Yeah, approved school!

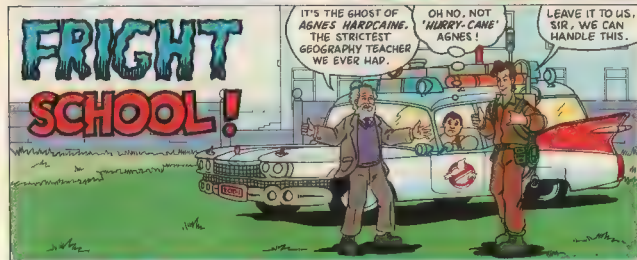
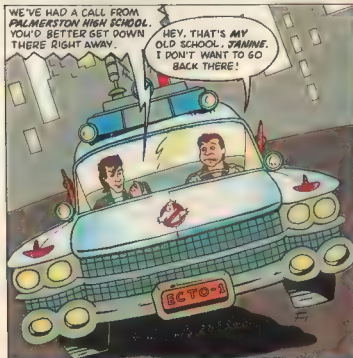
Ghost Writing, Marvel Comics Ltd, 13/15 Arundel Street, London WC2

THE SHOPPE KEEPER

Posing as an innocent salesman in an antiques business known as The Little Shoppe in down town Deanstone, The Shoppe Keeper turned out to be far from innocent! In fact he turned out to be a Full-Torso, Humanoid Manifestation which had the ability to produce Illusionary, Ghost-transference Objects. This in itself made The Shoppe keeper a very tough customer indeed! His ability to read the minds of potential victims, meant that he could entice unsuspecting clients inside the store where they would purchase a long-sought-after bargain and without realising it, adopt a ghost at the same time! Once in the customer's possession, the highly valued object would become the gateway between this world and the spirit world, allowing restless spirits over the divide to haunt! The appearance of this particular type of ghost is always marked by the sudden increase in emergency calls to Ghostbusters' HQ, and often causes some difficulty in tracking down the source of the paranormal activity! It's effects are not to be confused with mass hauntings caused by other phenomena such as the end of The World or a leak in the Ecto-containment unit!

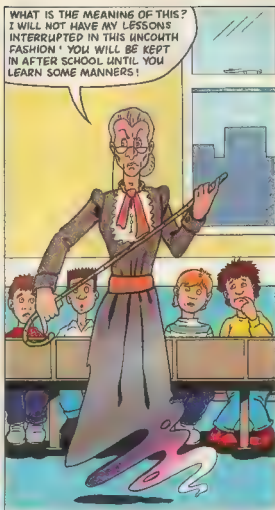


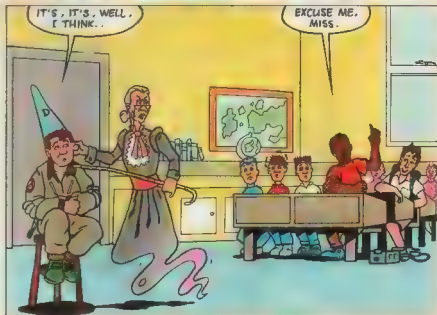
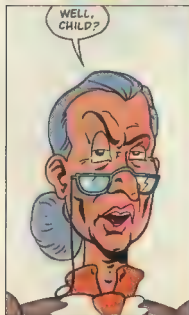
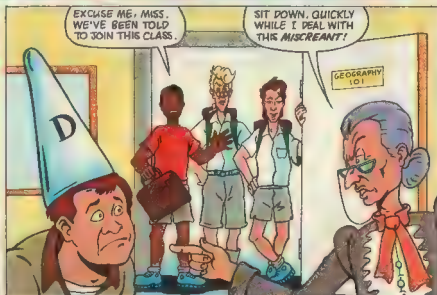
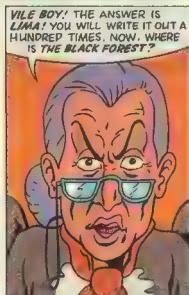
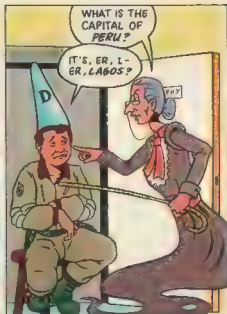
THE REAL GHOSTBUSTERS™

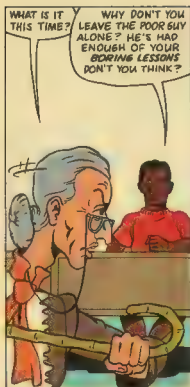


* PSYCHO KINETIC ENERGY

Story GRAEME WATSON Art BRIAN WILLIAMSON and CAM SMITH Lettering BAMBOS Colouring STUART PLACE







SLIME TIME!

Slimer wants your jokes! Send 'em to: **SLIME TIME**
Marvel Comics Ltd
13/15 Arundel Street
London
WC2



Why did the ghou! measure himself against the wall?
He wanted to know if he'd gruesome!
— Barry O'Brien, Bath

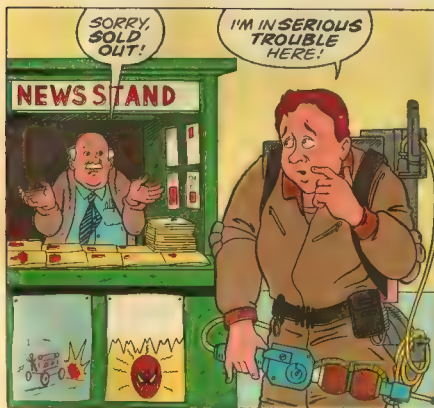
What do you call the ghost of a chicken?
A poultry-geist!
— Dan Abnett, Brixton

What has fangs, is furry and is four feet tall?
An eight feet werewolf bending down to tie his shoelaces!
— Adrian Hulf, Sidcup

What do you call a drunken ghost?
A methylated spirit!
— Stephen Baskerville, Tottenham

Why did Dracula never get married?
He wanted to stay a Bat-chelor!
— Graham Perkins, South Croydon.

What's the most dangerous job in Transylvania?
Dracula's dentist!
— Debbie Tate, Bathgate



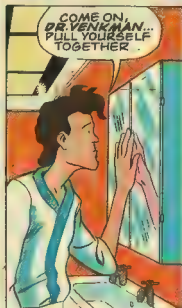
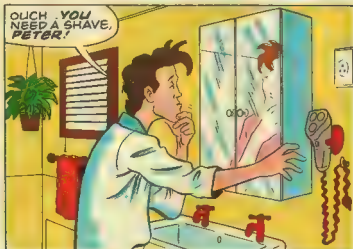
Make sure of your copy of **THE REAL GHOSTBUSTERS** every fortnight! With your parents' permission, fill in the order coupon with your name and address and hand it to your newsagent, telling him whether you want your copy reserved for collection, or delivered to your door.

To my newsagent:
Please reserve me a copy of
Marvel's **THE REAL
GHOSTBUSTERS** comic every
fortnight. Reserve it for
collection*/Deliver it with our
regular paper order*
Delete as applicable

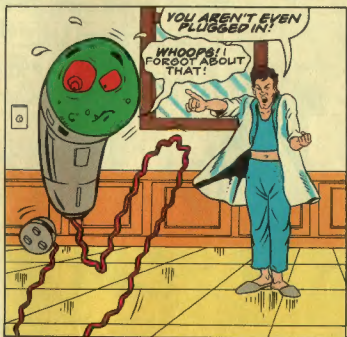
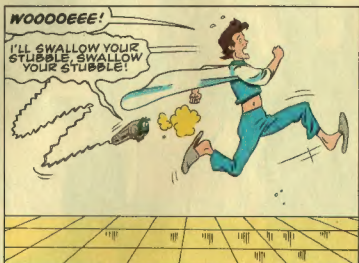
NAME
ADDRESS

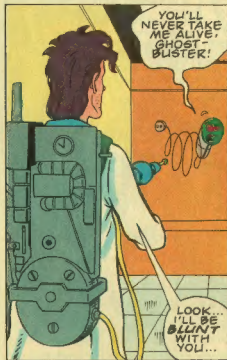
SIGNATURE OF PARENT OR
GUARDIAN

THE REAL GHOSTBUSTERS™



Story JOHN and ALI CARNELL ☉ Art DOUGIE BRAITHWAITE and DAVE HARWOOD ☉ Lettering HEL ☉ Colouring HELEN GRIFFITHS









CHRISTMAS CRACKERS FROM **MARVEL!**

Available from WHSmith and all
good newsagents and bookshops.